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COMING SOON

2K GAMES

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MAFIA II®

2K GAMES

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SETUP

SYSTEM REQUIREMENTS

MINIMUM SYSTEM REQUIREMENTS

Operating System	Microsoft Windows XP (SP2 or later) / Windows Vista / Windows 7
Processor	Pentium D 3Ghz or AMD Athlon 64 X2 3600+ (Dual core) or higher
RAM	1.5 GB
Video Card	nVidia GeForce 8600 / ATI HD2600 Pro or better
Hard Disc Space	8 GB
Sound Card	100% DirectX 9.0c compatible sound card
Peripherals	Keyboard and mouse or Windows compatible gamepad

RECOMMENDED SYSTEM REQUIREMENTS

Operating System	Microsoft Windows XP (SP2 or later) / Windows Vista / Windows 7
Processor	2.4 GHz Quad Core processor
RAM	2 GB
Video Card	nVidia GeForce 9800 GTX / ATI Radeon HD 3870 or better
Hard Disc Space	10 GB
Sound Card	100% DirectX 9.0c compliant sound card
Peripherals	Keyboard and mouse or Windows compatible gamepad

OTHER REQUIREMENTS & SUPPORTS

Initial installation requires one-time internet connection for Steam authentication; software installations required (included with the game) include nVidia PhysX_drivers 10.04.02_9.10.0522 and nVidia GPU drivers 197.13 or latest, Steam Client and Microsoft DirectX.

INSTALLATION

Please ensure your computer is connected to the Internet prior to beginning the Mafia II installation process.

Insert the Mafia II DVD-ROM into your computer's DVD-ROM drive. (Mafia II will not work in computers equipped only with CD-ROM drives.) Please ensure the DVD-ROM logo is visible on your optical drive's door or panel.

The installation process will conduct a one-time online check to verify the disc and download an activation file, and will prompt you for a Product Code. The code can be found on the back cover of your instruction manual.

STORY

MEAN ENOUGH TO TAKE WHAT YOU WANT. TOUGH ENOUGH TO KEEP IT.

Born the son of a poor immigrant, Vito is a beaten down Italian-American who is trying to escape the life of poverty that consumed his childhood. It was on the streets that Vito learned that joining the Mafia was the only route to wealth and respect for people of his standing. Wanting to escape the life of hardship that his father led, he dreams about becoming a "Made Man."

A petty criminal his whole life, Vito, along with his childhood friend, Joe, will descend into the world of organized crime. Together, they will work to prove themselves to the Mafia as they try to make their names on the streets. Starting with low-level jobs like robbery and stealing cars, Vito and Joe escalate quickly up the Mafia family ladder...but the life as a wise guy isn't quite as glamorous as it seems.

VITO SCALETTA

Vito Scaletta is a smart, cocky young Sicilian who spent his childhood on the streets where he met Joe Barbaro, who soon became Vito's best friend. Vito and Joe, the brains and brawn behind a hundred petty crimes, watched wealthy Mafiosi swaggering around Little Italy and dreamed of the easy life.

JOE BARBARO

Brash and unpredictable, Joe Barbaro is a career criminal and lifelong friend to Vito. Over 10 years the duo developed quite a sideline in petty crime. Joe lives large—strong booze, fast cars and loose women. Moving up the criminal food chain is the perfect way for him to feed his vices.

QUICK START

MAIN MENU

Click on a Main Menu option to display its submenu.

MAIN MENU OPTIONS

The Story

Set game difficulty to Easy, Medium or Hard, and begin the game.

Downloadable Content

Check here for new and exciting add-in content.

Extras

Collectibles, Artworks and other discoveries are collected in the Extras pages after you find them in the game. More information about these fascinating finds appears in the Extras section later in this manual.

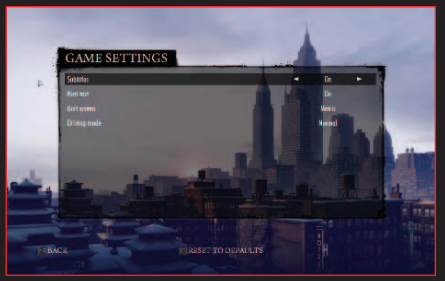
Options

Use the Options Menu to reconfigure your game controls and adjust various game settings.

Controls Press the cursor keys ⬅ / ➡ to toggle between Walking and Driving Controls. Click on Advanced Controls to view Advanced Controls, where you can set the following:

- **Mouse Look** Set the mouse look response to Normal or Inverted.
- **Mouse Sensitivity** Set the mouse sensitivity response.
- **Aim Assist** Turn aiming assistance on / off.
- **Vibration** Turn controller vibration on / off.
- **Customize Keyboard** Remap the keyboard controls.
- **Customize Controller** Remap the controller controls.

Game Settings Adjusting these options affects your overall game:



- **Subtitles** Turn in-game subtitles on / off.
- **Hint Text** Turn in-game hint text on / off.
- **Unit System** Set to Imperial or Metric units.
- **Driving Mode** Set to Normal (steering and braking assists) or Simulation (no assists; acceleration is more realistic for the cars of the era).

Video Make Gamma corrections. Adjust screen brightness to modify the contrast between dark and light areas on-screen.

Audio Set sound volumes for SFX, Voices, Music, and Radio. Set audio quality to Normal or High.

KEYBOARD / MOUSE CONTROLS

WALKING CONTROLS

Walk up / down / left / right	W / S / A / D or ↑ / ↓ / ← / →
Sprint	hold left or right shift
Climb	space or numpad I
Crouch	C
Cover	left or right ctrl
Stealth Move	hold left or right ctrl
Aim	right mouse button
Fire	left mouse button
Reload	R or numpad 0
Action	E
Center camera behind Vito	middle mouse button
Weapon select down / left / right / up	numpad 2 / 4 / 6 / 8
Map	M
Light hit	Q or left mouse button
Hard hit	right mouse button
Dodge	hold space
Taunt	E
Pause	esc

DRIVING CONTROLS

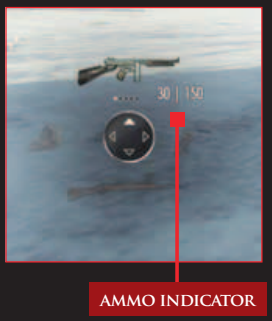
Enter / Exit vehicle	F or delete
Throttle / Accelerate	W or ↑
Brake / Reverse	S or ↓
Steer left / right	A / D or ← / →
Handbrake	space or numpad I
Horn	E
Change camera view	middle mouse button
Prev / Next radio station	, (comma) / . (period)
Speed Limiter	L
Look behind	left shift
Map	M
Pause	esc

HUD

WEAPONS SELECTOR

All your weapons, including your fists, appear on the Weapons Selector, arranged by weapon type.

- Dots appearing under the weapon icon represent how many weapons of a certain type you have.
- The Ammo Indicator shows the number of rounds remaining in the current clip (left), and total number of rounds Vito is carrying for that weapon (right).



Selecting Weapons

Use numpad keys (below) to select weapons. Press the same numpad key multiple times to cycle through weapons of the same type, if you have them.

- Numpad 2 — Rifles, including carbines and shotguns.
- Numpad 4 — Fists, grenades, Molotov cocktails.
- Numpad 6 — Handguns, including pistols and revolvers.
- Numpad 8 — Select machine guns.

RADAR

Use the Radar to navigate through Empire Bay to objectives, stores and other businesses and friendly locations. The outer edges of the Radar also serve as the Police Recognition Bar and Vito's Health Bar.

Radar Icons

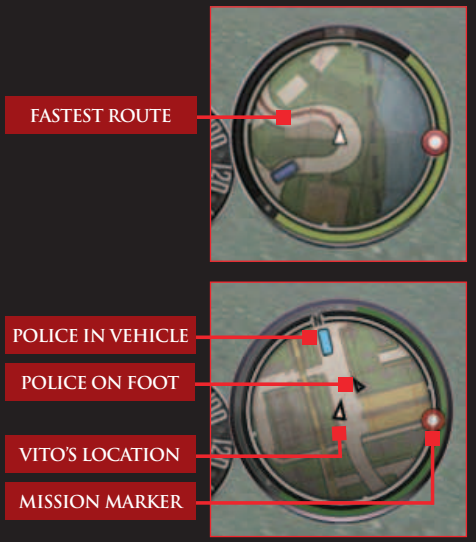
Fastest Route This GPS shows the fastest route to your destination.

Police Locations These icons indicate police presence, either on foot or in a vehicle.

Vito's Location This marks Vito's location and points in his direction of travel.

Mission Marker Head toward this guide to reach the mission objective.

Neighborhood When you travel into a neighborhood, its name appears at the lower right of the screen. Other Radar icons also alert you to important Empire Bay locations. See the Map section later in this manual for descriptions of the icons.



Police Recognition Bar

Watch out for the police. The blue bar on the left of the Radar begins to fill when police are pursuing Vito (on foot) or the car he is driving. The longer the bar, the closer the police are to recognizing Vito. When the whole Radar begins flashing blue, the police see Vito and are in close pursuit.

Vito's Health Bar

As Vito takes injuries, the green bar at the right of the Radar shortens. When the bar turns red, Vito is critically injured; when it disappears, Vito is dead and the game is over.

Upon restart, you will return to the last saved point in the story.

Lock Picking Guide

When you are picking a lock, the Radar displays the lock tumbler. See the Lock Picking section later in this manual for details.

MISSION COUNTDOWN

You must complete some missions within a time limit. When a time limit is in force, the Countdown Timer appears at the upper right of the screen. Failure to accomplish the mission within the countdown means your game is over.

Upon restart, you will continue the game from the last saved point.

SAVING GAME PROGRESS

Your game is saved automatically as you progress through the story.

Important: Do not turn off your computer while the game is saving. Doing so may cause your game save progress to be lost.

PLAYING THE GAME

MOVEMENT & CAMERA CONTROL

WALKING

- Use W / A / S / D or the cursor keys ↑ / ↓ / ← / → to walk.
- To sprint, hold left or right shift while running.
- Use the mouse to rotate the camera view.
- Click the middle mouse button to center the camera on Vito.

DRIVING

- Use A / D or the cursor keys ← / → to steer your vehicle.
- Click the middle mouse button to cycle through different camera positions.

COMBAT

MELEE FIGHTING

Vito starts his criminal career with only his fists for protection. He learns the basics of fist fighting on the streets. As he fights tough characters, he will learn to knock 'em down so they stay down.

Basic Fighting Skills

Light Hit Press Q or the left mouse button to deliver a light punch.

Hard Hit Press the right mouse button to throw a hard punch.

Dodge Hold space to dodge opponent's punches.

Combos Combine Q and the mouse buttons to deliver devastating combinations. When the combo punch prompt appears, press the indicated keys and / or buttons to perform a fatal move when your opponent is stunned!

GUNPLAY

Acquiring Weapons & Ammo

Buy weapons and ammo at Gun Shops when you can afford it. These establishments sell pistols, revolvers, rifles and shotguns.

More powerful weaponry is available from mob-connected suppliers.

Firing a Weapon

- Use the numpad keys to select a type of weapon to use. See the Weapons Selector section earlier in this manual for specific controls.
- Use the mouse to aim. Press the left mouse button to pull the trigger.
- Press R to reload.

Taking Cover

Position Vito behind an object or wall and press left or right ctrl to make Vito slide into a covered position. Use the same control again to slip out of cover.

INJURIES & DEATH

Healing Injuries

When Vito gets injured, the Health Bar will decrease. The Health Bar will regenerate over time, but will not refill (except partially in Easy mode) until Vito drinks a beverage or eats.

Death

Bullets and car wrecks can result in death. If Vito dies, the game is over and you restart from your last checkpoint.

CARS & DRIVING

A huge variety of cars and trucks fills the byways, alleys and garages of Empire Bay—anything from slick high-end luxury cars to big delivery trucks—and they all perform at the top of their design capabilities. A huge sedan may be powerful, but a high performance sports car corners much more effectively. A limo is much faster than a truck.

Damaged vehicles will be troublesome to drive until you get them repaired.

DRIVING BASICS

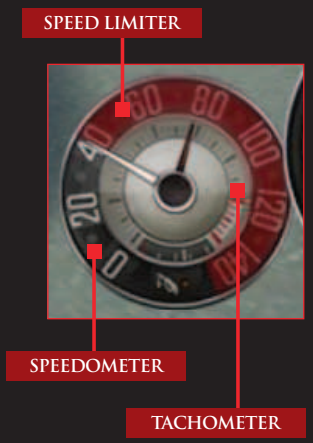
- Press F or delete to enter / exit the vehicle.
- Press W or the cursor key ↑ to accelerate. Increase pressure gradually to speed up. You don't need to floor it.
- Press S or the cursor key ↓ to brake. Once the vehicle stops, release the control, or continue holding to go into reverse.
- Steer with A / D or the cursor keys.
- Use the mouse to look around. Click the middle mouse button to change the camera view.
- Press space or numpad I to engage the handbrake for quick cornering, fast stops and drifting.
- Use . (period key) and , (comma key) to tune the radio or turn it on / off.
- Press E or end to honk the horn.

DASHBOARD

Speedometer The exterior black gauge shows speed, marked by the white needle.

Tachometer The interior white gauge shows engine RPM, marked by the red needle.

Speed Limiter Press L to set the Speed Limiter to ensure that you never exceed the legal speed limit (40 mph on streets; 70 mph on the freeway). A red filter appears on the speedometer to show the maximum traveling speed limit.



CRASHING

Fender benders and crashes can damage a vehicle and cause it to perform poorly or not at all. Car accidents can kill Vito.

STEALING VEHICLES

Window Smashing

Begin your car-jacking career by breaking in the driver's side window (press Q) of a vehicle you want to steal. Press F or delete to jump in and make your getaway.

Smashing windows makes noise. If the police get wind of the car theft, they will soon be breathing down your neck.

Lock Picking

Buying lock picks can save you a lot of trouble when stealing cars. It also attracts less attention than breaking windows.

- When Vito is close to a lock that can be picked (a car door, for example), begin by pressing and holding F. The Radar will change to display the lock tumblers.
- Press the cursor key ↓ to use the wrench, slowly raising the first tumbler. The moment the tumbler turns green, press E to use the wrench. If you are successful, the next tumbler becomes selected.
- Repeat the lock picking on the next tumbler. If you miss, the tumbler will turn red and you will go back to the previous tumbler.
- Complete the action on all tumblers to open the lock.

POLICE

WANTED SYSTEM

The Wanted System alerts you that police are on the lookout for you or a vehicle you are driving. The following icons appear on-screen to alert you to your status with the police.

Wanted Status

The police know what you look like and issue a wanted poster.

The police know what your wheels look like. Switching plates might be a good idea.

Wanted Rating

The police want you to pay a fine.

The police want to arrest you.

The police have a shoot to kill order for you.

The police have been informed to stop you by any means necessary.

Dealing with the Police

When dealing with the police, you have the options listed below. Use the cursor keys to highlight an action, and press E to perform it.

Ticket

- Pay Fine
- Refuse Payment

Arrest

- Surrender
- Bribe Cop
- Resist Arrest

Remember: You can change your clothes or legalize your car to avoid arrest.

VEHICLE REPAIR, TUNING & LEGALIZATION

If you crash your car often enough, it will break down. You can repair your car on the street (temporarily) or in your own garages for a fee, or hire someone to make the repairs at Body Shops found throughout Empire Bay.

FIX IT YOURSELF

You can make a temporary repair to your car if it breaks down. Walk to the front of your vehicle and press E when prompted.

This quick fix should get your car moving enough to get to a Body Shop or garage.

VISIT A BODY SHOP

Use the Map to find a Body Shop. Drive up to the shop, honk the horn and drive in.

Using the shop menu, browse for the kind of work you want performed on the car. Note the price to make sure you can afford it. Click the left mouse button to make the changes to your vehicle.

Custom Plates New plate numbers are important if the police are looking for the old plates. The mechanic will give you the plate numbers you want. Use the cursor keys to change plate numbers and letters, and move to the next or previous character position. Click the left mouse button to confirm the plate changes.

Repair Bring the car to its fully repaired condition.

Basic Tuning Get a tune-up that pulls the best performance from your engine.

Sports Tuning Advanced tuning that dramatically improves performance.

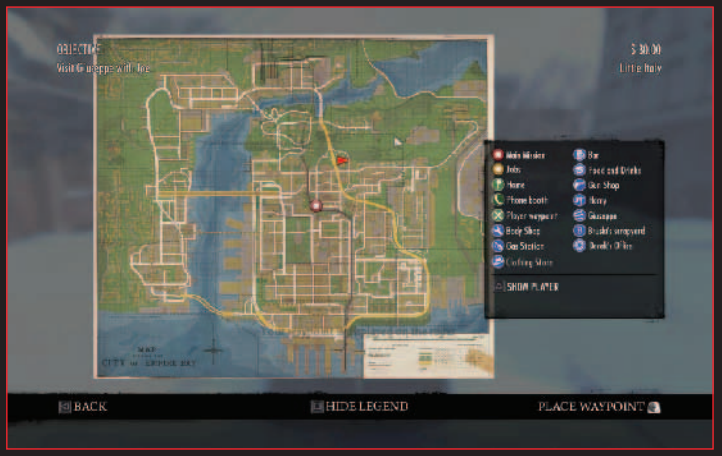
New Paint Select a custom color.

Change Wheels Select custom wheels and tires.

PLAYER GARAGES

All Vito's houses and apartments have garages where you can store your cars. If a car gets wrecked, it will be returned to your garage the next day. You can repair damaged cars here for a fee.

MAP



Press M to bring up the Map screen. Your mission objective appears at the upper left, and your mission icon is displayed on the Map. More Map icons show up as they are discovered during your explorations of Empire Bay.

MAP ICONS

- Main Mission
- Quests
- Home
- Phone Booth
- Player Waypoint
- Body Shop
- Gas Station
- Clothing Store
- Bar
- Food & Drinks
- Gun Shop
- Harry
- Giuseppe
- Bruski's Scrapyard
- Derek's Office

MAP CONTROLS

- **F** — Center Map on Vito's location.
- **Left mouse button** — Place waypoint.
- **Mouse** — Move Map.
- **Mouse wheel or Pg Up / Pg Down** — Zoom Map.
- **Space** — Hide legend.

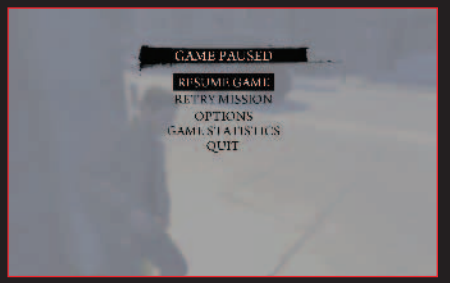
PLACING WAYPOINTS

Use waypoints to mark important locations you may want to find again.

- Press **F** to center Vito's marker (red arrow) on the Map. This also centers the yellow crosshairs over Vito's position.
- Use the mouse to move the crosshairs over the position where you want to place your waypoint and click the left mouse button to set it.
- The waypoint will also be visible on the Radar.

PAUSE MENU

Press esc to pause the game. Select a menu option to display its submenu.



PAUSE MENU OPTIONS

Resume Game

Return to gameplay at your current point.

Retry Mission

Retry the current mission from your last saved point.

Options

Controls

- **Mouse Look** Set the mouse look response to Normal or Inverted.
- **Mouse Sensitivity** Set the mouse sensitivity response.
- **Aim Assist** Turn aiming assistance on / off.
- **Vibration** Turn controller vibration on / off.
- **Customize Keyboard** Remap the keyboard controls.
- **Customize Controller** Remap the controller controls.

Press the cursor keys ⬅ / ➡ to view the Walking and Driving controls.

Game Statistics

Check on your changing game stats as Vito drives deeper into his criminal career.

Quit

Return to the Main Menu.

EXTRAS

Extras, including cars, collectibles and artworks, appear in the Extras pages after you find them in the game.

EXTRAS MENU OPTIONS

Carcyclopedia

View beauty shots of the vehicles you can drive around Empire Bay. The legend displays technical specifications for each vehicle. Press the cursor keys ← / → to change the vehicle on view.

Each car and truck performs realistically based on type, horsepower and handling characteristics.

Collectibles

Playmates Find classic Playboy magazines during your travels and peruse the articles.

Wanted Posters View mug shots of the perps responsible for putting Mafia II on the street.

Artworks

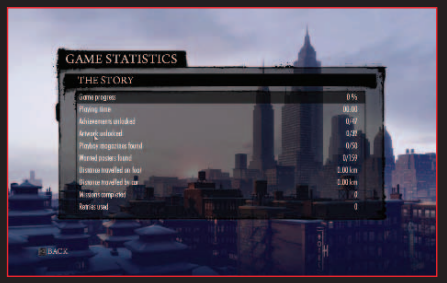
Paintings View dramatic graphics drawn from the story chapters as you play the game.

Posters Collect art inspired by game characters and story elements.

Pinups Collect arty pinups of beautiful women and view them here. Pinups must be unlocked by defeating the missions on the Hard difficulty level.

Game Statistics

Review your changing game statistics as Vito pursues his criminal career.



Credits

Enjoy a listing of the famous and infamous who contributed to the creation of Mafia II.

CREDITS

Published by 2K Games

2K Games is a Division of 2K, a publishing label of Take-Two Interactive Software

2K PUBLISHING

President	Christoph Hartmann
C.O.O.	David Ismailer
VP, Product Development	Greg Gobbi
Director of Product Development	John Chowanec
Director of PD Operations	Kate Kellogg
Director of Creative Production	Jack Scalici
Sr. Producer	Denby Grace
Producer	Alex Cox
Associate Producer	Garrett Bittner
Game Analysts	Michael Kelly • Neal Chung-Yee
Production Assistants	Casey Cameron • Ben Chang • Shawn Martin • Dan Schmittou • Andrew Dutra
Story Editor	Walt Williams
Senior Manager of Creative Production	Chad Rocco
Manager, Music & Talent	Lydia Jenner
SVP Marketing	Sarah Anderson
VP Marketing	Matt Gorman
VP International Marketing	Matthias Wehner
Director of Marketing	Tom Bass
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Art Director, Marketing	Lesley Zinn
Web Director	Gabe Abarcar
Web Designer	Seth Jones
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Video Production Manager	J. Mateo Baker
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Jr. Video Editor	Michael Howard
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Director of Operations	Dorian Rehfield
Director of Analysis and Planning	Phil Shpilberg
Licensing/Operations Specialist	Xenia Mul
Sr Manager Channel Marketing	Ilana Budanitsky
Director In-game Media, Promotions and Partnerships	Shelby Cox
Associate Manager of Partner Marketing	Dawn Burnell

2K QUALITY ASSURANCE

VP of Quality Assurance	Alex Plachowski
Quality Assurance Test Managers (Projects)	Grant Bryson • Zhang Xi Kun
Compliance Manager	Alexis Ladd
Lead Tester	Stephen "Yoshi" Florida
Lead Testers (Support Team)	Andrew Webster • Kevin Strohmaier • Sean Manzano
Quality Assurance Supervisors	Mike Gilmore • Steve Manners
Senior Testers	Joseph Bettis • Kristin Kerwitz • Greg MacCauley • Sara Lane • Nathan Bell • Justin Waller
Quality Assurance Team	Rick Alvarez • Ryan McCurdy • Keith Doran • Micah Grossman • Nathan McMahon • Matthew Saint John • Jesse Snider • Vincent Diamzon • Zachary White • Erin Reilly • Jonathan Keiser • Jorge Arevalo • Benjamin Cursi • Todd Swerdloff • Christine Adams • Yoonsang Yu • Michael Spray • Jake Muir • Patrick Kenny • Andrew Garrett • Marc Perret • Evan Jackson • Ophir Klainman • Jeremy Thompson • Davis Krieghoff • Bill Lanker • Keith Ferguson • Eddie Castillo • Daniel Jadwin • Sara Leedom •

Quality Assurance Team (continued)	Lauriston Bristol III • Steven Bogolub • Brandon Williams • Brandon Reed • Jerico Vildoza • Anna Kholyavenko • Derek Wear-Renee • Ramon Villacorta • Jessica Wolff • Evan Sarver • Imad Haddad • James Bautista • David Sepanyan • Jonathan Redaja • Steven Cotera • Chen Kai • Liang Jian Jie • Xiao Liang • Cao Feng • Guo De Min • Huang Shen • Song Xiao Ling • Tian Lei • Zhao Qi • Zhou Ji • Zhu Xiao Ming • Jorge Hernandez

2K INTERNATIONAL

General Manager	Neil Ralley
International Marketing Manager	Lia Tsele
International Product Manager	Yvonne Dawson
International PR Manager	Emily Britt
International PR Executive	Matt Roche
Licensing Director	Claire Roberts
Web Content Manager	Martin Moore
International Marketing & PR Assistant	Tom East
Design Team	James Crocker • Tom Baker
2K Territory Marketing and PR Team	Agnès Rosique • Alex Bickham • Andreas Traxler • Barbara Ruocco • Ben Seccombe • David Halse • Fabio Gusmaroli • Fabrice Poirier • Fiona Ng • Gwendoline Oliviero • Jan Sturm • Jean-Paul Hardy • Luis De La Camara Burditt • Olivier Troit • Sandra Melero • Simon Turner • Snezana Stojanovska • Stefan Eder

2K INTERNATIONAL PRODUCT DEVELOPMENT

International Associate Producer	Iain Willows
Localization Managers	Scott Morrow • Claire Deiler (Loc-3) • Jean-Sebastien Ferey
Assistant Localization Manager	Arsenio Formoso
External Localization Teams	Around The Word • Coda Entertainment • Synthesis International Srl • Synthesis Iberia
Localization tools and support provided by	XLOC Inc.

2K INTERNATIONAL QUALITY ASSURANCE

QA Manager	Ghulam Khan
QA Supervisor	Sebastian Frank
Mastering Engineer	Wayne Boyce
Lead QA Technician	Oscar Pereira
QA Technicians	Andrew Webster • Kristian Guyte
Localization QA Technicians	Alba Loureiro • Andreas Strothmann • Antonio Grasso • Arnaud Lhari • Cindy Frangeul • Giovanni De Caro • Hugo Sieiro • Javier Vidal • Jose Minana • Kirstine Spinosi • Lena Brenk • Luigi Di Domenico • Pierre-Rolland Pochet • Stefan Rossi • Tabea De Wille • Tirdad Nosrati

TAKE-TWO INTERNATIONAL OPERATIONS

Staff	Anthony Dodd • Martin Alway • Cat Findlay • Nisha Verma • Paul Hooper • Paris Vidalis • Robert Willis • Denisa Polcerova
Technical Consultants	Brian Keron (Digital Extremes) • Yann LeTensorer • Massive Bear

CAST

(in order of appearance)

Vito Scaletta	RICK PASQUALONE
Joe Barbaro	BOBBY COSTANZO
Beat Cop	RAY IANNICELLI
Corporal	ROGER ROSE
Williams	DALE INGHRAM
Mamma	JOAN COPELAND
Francesca	JEANNIE ELIAS
Debt Collector	BRIAN BLOOM
Cleaning Lady	CAROL ANN SUSI
Giuseppe	RICK PASQUALONE
Mike Bruski	JOHN MARIANO
Derek Papalardo	BOBBY COSTANZO
Steve	MARK MINTZ
Henry Tomasino	SONNY MARINELLI
Maria Agnello	CAROL ANN SUSI
O.P.A. Guard 1	TOM VIRTUE
O.P.A. Guard 2	JOHN MARIANO
Brian O'Neill	LIAM O'BRIEN
Luca Gurino	ANDRE SOGLIUZZO
Alberto Clemente	NOLAN NORTH
Harry	JOE SABATINO
The Fat Man	JOHN CAPODICE
El Greco	JOHN MARIANO

Cast (continued)

Detective	MALACHY CLEARY
Judge	BOB HASTINGS
Prison Guard 1	BILL LOBLEY
Prison Guard 2	LENNY CITRANO
Capt. Terrence Stone	JASON ZUMWALT
Angry Prisoner	DONALD GIBB
Leo Galante	FRANK ASHMORE
Pepé	JOHN CYGAN
Shower Rapist	STEVE BLUM
Eddie Scarpa	JOE HANNA
Eric Riley	BRIAN BLOOM
Marty	JASON SPISAK
Bones	BRIAN BLOOM
Carlo Falcone	ANDRE SOGLIUZZO
Harvey Beans	JERRY SROKA
Tony Balls	PHIL IDRISSI
Frank Vinci	LARRY KENNEY
Leon	JOEY CAMEN
Mickey Desmond	JOE BARRETT
Bruno	MICHAEL INGRAM
Mr. Wong	JAMES SIE
Tommy Angelo	MICHAEL SORVINO
Old Dockworker	KERIN McCUE
Young Dockworker	LENNY CITRANO
Gangsters	CHRIS JAI ALEX • BRIAN BLOOM • JOEY CAMEN • BRANDON ELLISON • ANDRE GORDON • RAY IANNICELLI • KEVIN KEARNS • NOLAN NORTH • PAUL PARDUCCI • RICK PASQUALONE • ALLAN STEELE • VICTOR YERRID
Civilians	CURTIS ARMSTRONG • TROY BAKER • SUSANNE BLAKESLEE • JOEY CAMEN • JOE CAPPELLETTI • TOM CIAPPA • MALACHY CLEARY • JIM CUMMINGS • ANNA GRAVES • KRISTINA HADDAD • KERIN McCUE • ERIS MIGLIORINI • JOE NIPOTE • NOLAN NORTH • JEN SUNG OUTERBRIDGE • DAVID ANTHONY PIZZUTO • CHRISTINA PUCELLI • DEE DEE RESCHER • JONATHAN ROUMIE • TITUS WELLIVER • JASON ZUMWALT
Cops	JAMES ELIOTT • MICHAEL S. KING
DJs	DAVE FENNOY • LARRY KENNEY • BILL LOBELY • JIM THORNTON
Additional Voices	KIRK BALTZ • VINCENT CORAZZA • KEVIN CHAPMAN • JON CURRY • KEITH FERGUSON • CRISPIN FREEMAN • MILTON JAMES • PHIL LAROCCA • ESTEBAN WILCOX MARTINEZ • TIMOTHY V. MURPHY • NICOLAS ROYE • DWIGHT SCHULTZ • CEDRIC YARBROUGH

WRITERS / TRANSLATORS

Lead Writer	Jack Scalici
Additional Writing	Moose Warywoda • Alex Cox • Shigor Birdman • Paul Jenkins • Walt Williams • Benjamin X. Chang • Brian Shields • Dan Bailie
Translators	Jirina Kyas (Czech) • Antonio Truglio (Italian)

FILMHARMONIC ORCHESTRA PRAGUE

Conductor & Supervising Orchestrator	Andy Brick
Orchestral Music Producer	Petr Pycha
Orchestral Music Editor	Reed Robins
Orchestral Sound Engineer	Jan Kotzman
Orchestral Studio Technician	Cenda Kotzman
Casting	Jack Scalici • Lydia Jenner
Lead Dialog Editors, POP Sound	Dante Fazio • Garrett Montgomery
Dialog Editors, POP Sound	Brett Rothfeld • Dylan Howe • Rob Weiss • Dawn Redmann • Mark Camperell • Darren Warkentin • Tom Dodd • Joe Garten
Original Dialog Recording, POP Sound	Michael Miller • Courtney Bishop • Tim West • Brett Rothfeld • Tim Hoogenakker • Mitch Dorf • Dante Fazio • Stephen Dickson • Nick Bozzone • Peter Rincon • Rob Weiss • Zak Fisher • Joe Garten • Chris Johnston • Darren Warkentin • Anthony Vanchure
Producers, POP Sound	Dawn Redmann • Susie Boyajan • Erin Reilly • Lexa Burton
Radio Commercial Production, POP Sound	Dante Fazio • Nick Bozzone • Tim West • Brett Rothfeld • Tim Hoogenakker
Lead Dialog Editor, Fox Sound	Keith Fox
Music Supervision	Jack Scalici • Rick Fox • Lydia Jenner
The Labels	www.mafia2game.com/musiclabels/
The Publishers	www.mafia2game.com/musicpublishers/

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Bryan Del Rizzo • Rika Nakazawa • Leslie Pirritano • Anton Ravin • Eric Liu

For a complete listing of the Mafia II music credits and overview of the soundtrack, please visit:

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Fax	(01429) 233677
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